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SPECIAL PREVIEW ISSUE

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YOUR TRANSPORT TO THE STAR WARS UNIVERSE has arrived! This November, Wizards of the Coast premieres *Star Wars Gamer*, a bi-monthly adventure journal dedicated to *Star Wars* game players. Every other month, explore new worlds and discover new aliens, unlock new technologies and meet new characters. We'll show you what's new from LucasArts and give you all the adventures and articles you'll ever need to run your own *Star Wars Roleplaying Game* campaign.

In addition to supporting the new *Star Wars Roleplaying Game* with new articles and adventures, *Star Wars Gamer* will offer new fiction from bestselling authors, LucasArts electronic game coverage, and deck-building tips and strategy for the *Star Wars Customizable Card Game* (from Decipher). We will also feature articles on "kit-bashing" (making your own models), action figures, comics, and *Star Wars* games in general.

If you're a *Star Wars* fan interested in submitting material to the magazine, you can write to us for a copy of our submission guidelines or download the guidelines from our website (www.wizards.com/starwars). If you write us, be sure to enclose a self-addressed stamped envelope (SASE) so that we can send you the guidelines!

If you're not a writer but have some thoughts about what you'd like to see in the magazine, drop us a line via mail or email. Our mailing address is *Star Wars Gamer*, 1801 Lind Avenue S.W., Renton, WA 98055. Our email address is swgamer@wizards.com. We look forward to hearing from you.

In this booklet—your passport to the *Star Wars* gaming universe—are several previews of features planned for the first issue, as well as a subscription ad so that you can take advantage of a limited-time offer (6 issues for 60% off the cover price). For the complete articles as well as all-new features, check out the first issue, available in bookstores and on newsstands this November. Hop on the transport, enjoy the ride, and, of course, may the Force be with you!

Christopher Perkins
Editor-in-Chief

YOUR TRANSPORT TO THE STAR WARS UNIVERSE IS READY FOR BOARDING ...

ISSUE 1 FEATURES:

- ❑ Coverage of the upcoming Playstation II game, *Star Wars: Episode I Starfighter*.
- ❑ A short story based on *Star Wars: Episode I Starfighter*, written by Steve Miller.
- ❑ New heroic fiction by Tish Eggleston Pahl and Chris Cassidy.
- ❑ *Star Wars* CCG deck-building for beginners, plus strategy tips for the experts.
- ❑ "Peril in the Ionosphere," a short, introductory RPG adventure perfect for a single night's play, and "Rendezvous at Ord Mantell," a full-length RPG adventure.
- ❑ New aliens from Marvel's classic *Star Wars* comic series.
- ❑ Tatooine Grudge Match, a new two-player simulation game that lets you play either Anakin or Sebulba in the fantastic pod-race to the finish!
- ❑ The complete features appearing in this book, plus more!



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UNDERSTANDING THE JEDI CODE

A New Perspective from Jedi Master

MACE WINDU

“THERE IS NO
EMOTION;
THERE IS PEACE.

THERE IS NO
IGNORANCE;
THERE IS
KNOWLEDGE.

THERE IS NO
PASSION;
THERE IS
SERENITY.

THERE IS NO
DEATH;
THERE IS
THE FORCE.”

THE JEDI CODE

T R A N S L A T I O N B Y J D W I K E R

“Certainly a Jedi should know the Code, by word and by heart. But seemingly every Jedi is in some fashion negligent, from the lowest Padawan to the highest Master. Consequently, were someone to demand, “What is the true meaning of the Jedi Code?” the Jedi who promptly answered would be rare indeed..”

SO BEGINS THE FAMOUS COMMENTARY UPON THE JEDI Code by Master Odan-Urr, written almost four thousand years ago. His musings on the proper behavior of a Jedi have formed the foundation of today’s Jedi Order.

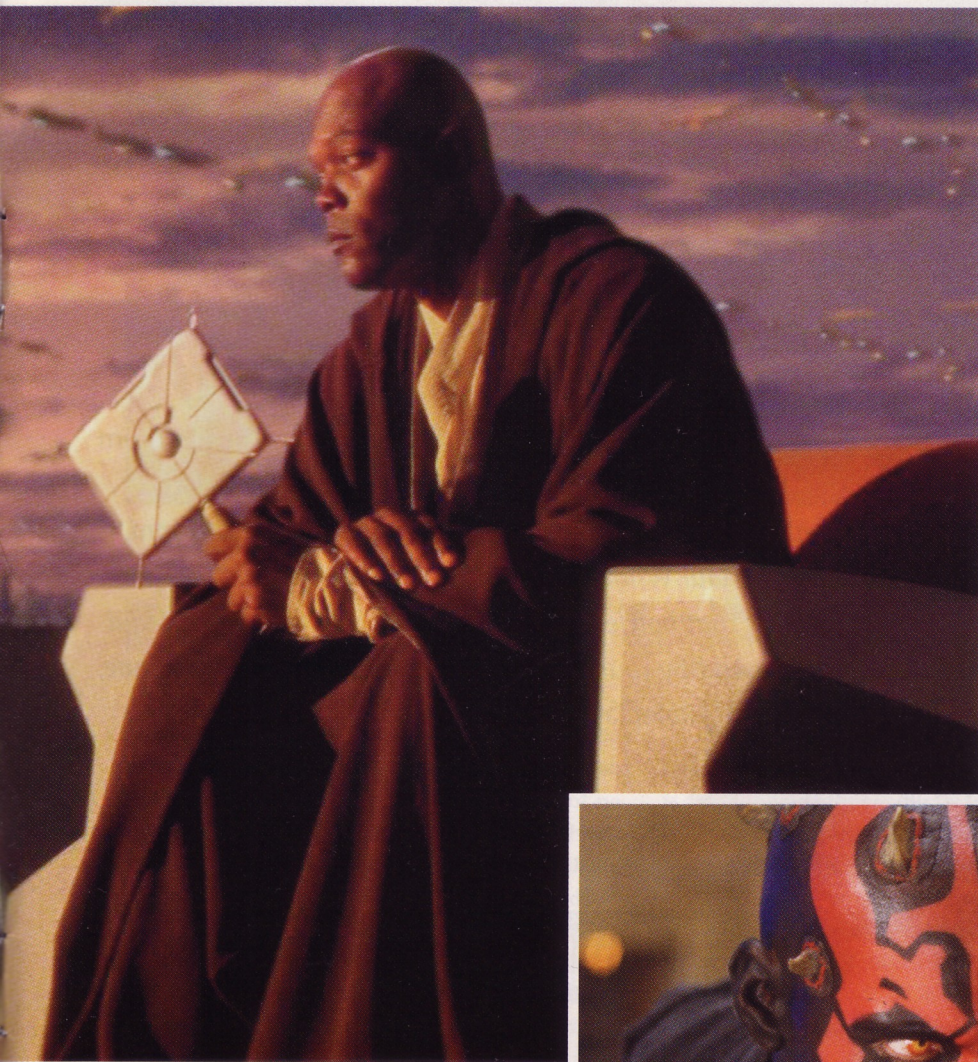
Odan-Urr’s ancient wisdom has held true for centuries. Many are taught the Jedi Code, but few fully understand it. Fewer still live by it. Those who do are truly Jedi Masters. Full comprehension of the Code, then, is the key to unlocking the Force.

The Path Within the Code

At its most basic level, the Jedi Code is a set of guidelines explaining for a Padawan what virtues to prize, and what flaws to avoid. Instructors ask their students that if they remember nothing else, to always keep these words in mind. The reason is simple: in

these four lines lie the instructions for how to become a Jedi Master.

Consider the first rule: “There is no emotion; there is peace.” It is plainly a contrast, distinguishing the confusion of emotional considerations from the clear thinking of peaceful meditation—obviously, a valuable quality.



Interpreting the Code

While the Code is a straightforward map to mastery of the Force, it can sometimes be frustrating to put it into practice. The galaxy has changed a great deal since the Jedi Code was first defined, and a great deal more since Master Odan-Urr attempted to clarify it. Although the secret to the Code is considering it thoroughly before acting, the universe often does not afford a Jedi the time to do so, before forcing her to act.

Still, a Jedi can think through a great many things in advance, so as to better prepare for when the rest of the universe is in a hurry. Over the millennia since the founding of the Order, Jedi Masters have recognized that there are eight conclusions a Jedi can reach before the situations are thrust upon him. A Jedi who understands these eight things will, when called upon to make a quick decision, already know the will of the Force.

Master Odan-Urr remarked upon some of these items, and the commentaries of

But if that peace is rooted in simply being unaware of some factor that would otherwise cause a Jedi to feel an emotional reaction, then it is not so much peace as ignorance. This is why the Code contains the second rule: "There is no ignorance; there is knowledge."

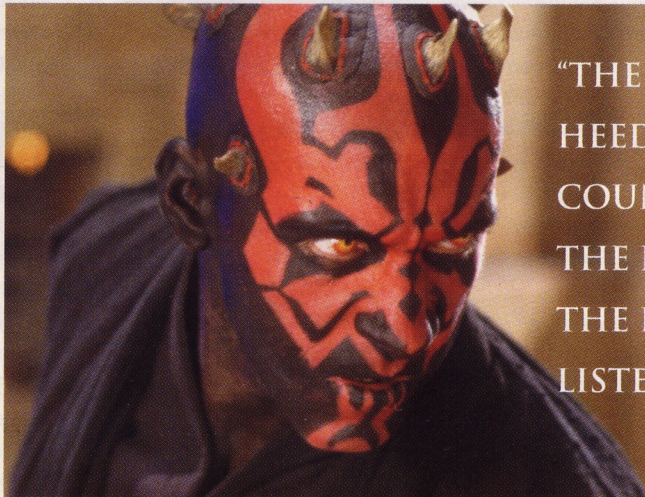
This teaches Jedi to strive for understanding of all situations—particularly before acting—to better avoid errors in judgment. But, again, knowing a thing well can lead one to become engrossed in it. Engrossment leads to clouding of the mind. Thus, the third rule: "There is no passion; there is serenity." Knowing a thing objectively is knowing it as the Force knows it.

Still, students commonly argue that the only true objectivity is nonexistence—death. For does one not affect a thing even by merely observing it? This is why there is the fourth rule: "There is no death; there is the Force." The Force

knows all things objectively, it is serene, and it is not swayed by emotion.

Thus, the Jedi Code teaches that before undertaking any action, the Jedi should consider the will of the Force. Master Odan-Urr said: "With these other considerations aside, all that remains is the Force." What he meant by this was that if a Jedi can act emotionlessly, knowledgeably, and serenely, then he is acting in accordance with the will of the Force.

Therefore, if a Jedi acts in all things without emotion, ignorance, or passion, then that Jedi is truly a master of the Force.



"THE JEDI WHO
HEEDS NOT THE
COUNSEL OF
THE FORCE, TO
THE DARK SIDE
LISTENS."

—YODA

other Jedi Masters over the centuries—including Master Yoda—have formed the basis for the current "expanded code" taught to Jedi Padawans all across the galaxy. Presented below are those eight conclusions.

Meditation

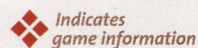
Odan-Urr wrote: "Every Jedi should spend time meditating each day on the will of the Force. The reason is simple: If one has unwittingly acted contrary to the will of the Force, recognizing the mistake soon after might still give one time to make amends.

... to be continued.

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Duel of the Fates



BY ANDY COLLINS

THE MOST DRAMATIC AND EXCITING scene of *The Phantom Menace* is undoubtedly the lightsaber duel between the Jedi, Qui-Gon Jinn and Obi-Wan Kenobi, and the Sith Lord, Darth Maul. What follows is a break down of the final portion of that battle—the combat between Kenobi and Maul after Qui-Gon has fallen—into a round-by-round description of how it might have gone, had it been played using the *Star Wars Roleplaying Game* rules.

❖ The final battle begins with both Jedi having lost a significant number of vitality points through combat and use of Force powers. Neither is at full strength.

Remember that normal hits in combat (that is, hits that apply damage to the target's vitality points) don't actually physically strike the opponent in most cases. In the example of lightsaber combat, such strikes are deflected away or dodged at the last moment, each time making the target a bit more tired.

delay in the battle caused by the closing energy barriers forced a new initiative roll, but he instead rules that both sides have stayed alert and battle-ready and thus keeps the initiative as previously rolled.)

Obi-Wan moves and attacks with his lightsaber, but misses.

Darth Maul takes a 2-meter adjustment backward and activates his Battlemind skill. This costs 8 vitality points and grants him a +6 Force bonus to his attacks for the next 5 rounds.

Round 2: Continuing his assault, Obi-Wan slashes twice more at Maul. Then, having taken the measure of his opponent, Maul resumes his offensive, subjecting the young Jedi to a blistering barrage of strikes.

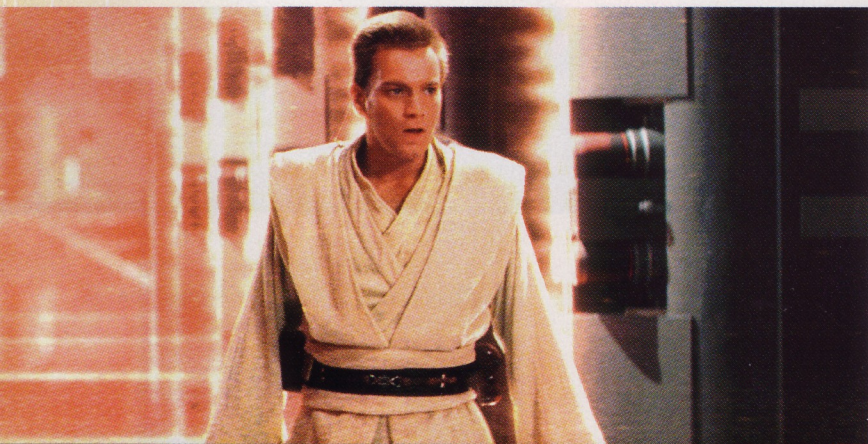
❖ Obi-Wan takes the full attack action. Both attacks miss.

Darth Maul takes the full attack action, though he chooses to fight defensively. This grants him a +3 dodge bonus to his Defense while applying a -4 penalty to his attacks. The first attack hits and inflicts 12 points of damage, but since Obi-Wan still has vitality points, this attack doesn't actually hit him, but costs him vitality as he barely manages to block it.

Round 3: Obi-Wan attacks the Sith Lord again, but his twin blows are blocked easily by his agile foe. Maul retaliates with another flurry of attacks that Kenobi only barely avoids.

❖ Obi-Wan takes the full attack action. Both attacks miss.

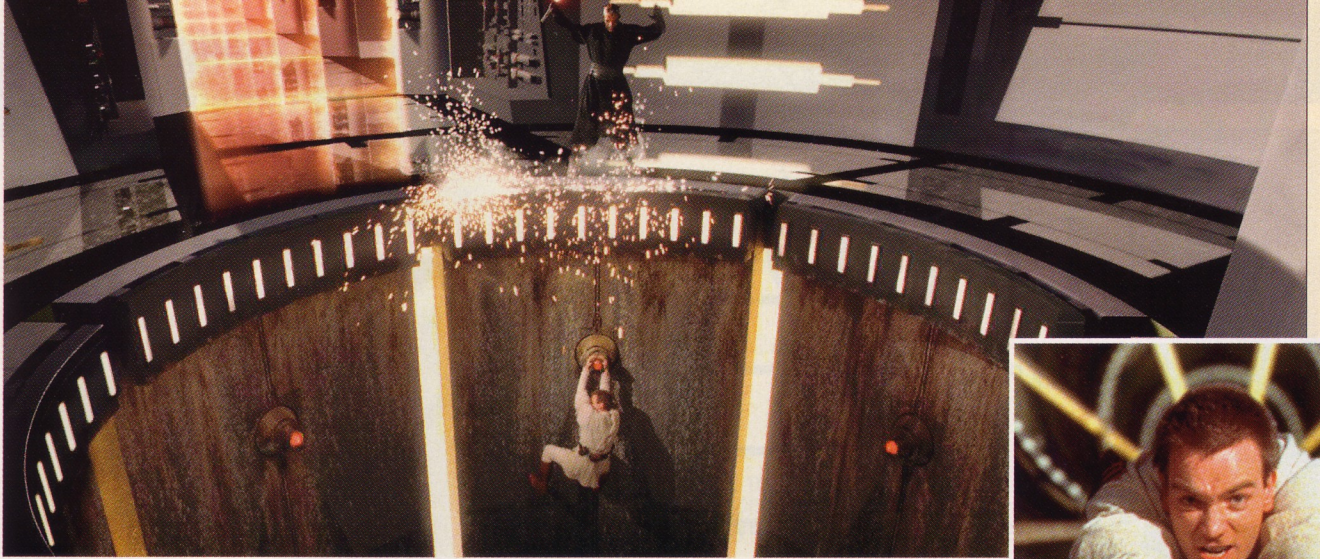
Darth Maul takes the full attack action. One attack hits and inflicts 13 points of damage. Again, this attack doesn't actually physically connect, but costs Obi-Wan vitality as he barely manages to block it.



Trapped between energy barriers, Obi-Wan watches Qui-Gon fall to Darth Maul. ▲

Round 1: As the energy barriers of the power station open, Darth Maul waits to see Obi-Wan's reaction to his Master's death. In a rage, Obi-Wan charges at Maul, bringing his lightsaber down in a powerful two-handed strike that Maul deflects while backing away.

❖ Darth Maul, having the higher initiative score as determined at the beginning of the battle, holds his action. (The Gamemaster could have ruled that the



▲ Obi-Wan holds on for dear life.

Round 4: Obi-Wan backs up and assumes a defensive pose, realizing that Darth Maul's expertise is even greater than he feared. Perhaps sensing weakness in his opponent, Maul advances, continuing his assault.

❖ Obi-Wan elects to use the Total Defense option and gives up his attacks for the round to gain a +6 dodge bonus to his Defense for one round. This raises his Defense to 28.

Darth Maul takes the full attack action. Thanks to Obi-Wan's decision to use Total Defense, all five attacks miss.

Round 6: Realizing that he can't hope to win as long as Maul wields his twin-bladed lightsaber, Obi-Wan instead slashes through the center of the Sith Lord's weapon hilt and then kicks him in the chest, knocking him down.

❖ Obi-Wan spends a Force point. Rolling $2d6$, he determines that he will have a +8 Force bonus to all his actions for one round. He elects to take the full attack action. He attacks Maul once, attacks

Obi-Wan Kenobi vs Darth Maul

STATS

OBI-WAN KENOBI Jedi Guardian 6

Strength	15 (+2)	Intelligence	13 (+1)
Dexterity	16 (+3)	Wisdom	12 (+1)
Constitution	14 (+2)	Charisma	13 (+1)

Defense: 20 (22 in melee when wielding lightsaber)

Vitality Points: 52 (currently 38)

Wound Points: 14

Force Points: 3

Attacks: Lightsaber +9/+4 (crit 19+) or Unarmed +8/+3 (crit 20)

Damage: Lightsaber 3d6 or Unarmed 1d3+2

DARTH MAUL Jedi Guardian 12

Strength	17 (+3)	Intelligence	14 (+2)
Dexterity	19 (+4)	Wisdom	11 (+0)
Constitution	16 (+3)	Charisma	12 (+1)

Defense: 24 (26 in melee when wielding lightsaber)

Vitality Points: 120 (currently 63)

Wound Points: 16

Force Points: 0

Attacks: Double-bladed lightsaber +13/+9/+8/+4/+3 (crit 19+)

or Lightsaber +11/+6/+1 (crit 19+)

or Unarmed +15/+10/+5 (crit 20)

Damage: Lightsaber 4d6 or Unarmed 1d6+3

For complete game statistics, pick up the Star Wars Roleplaying Game.

Round 5: Kenobi resumes his attack, though his pair of strikes glance harmlessly off Maul's saber. For his part, the Sith Lord never hesitates, slashing at Kenobi again and again.

❖ Obi-Wan takes the full attack action, though he chooses to fight defensively. This grants him a +3 dodge bonus to Defense at the cost of a -4 penalty to hit. Both attacks miss.

Darth Maul takes the full attack action. All five attacks miss.

Maul's lightsaber once, and also kicks Maul. Since he is attacking with two weapons this round, he suffers a -4 penalty to his lightsaber attacks and a -8 penalty to his unarmed (kick) attack. He further chooses to make the kick a Knockdown attack.

The lightsaber attack against Maul hits, inflicting 11 points of damage, and the attack against Maul's lightsaber also hits, inflicting 12 points of damage. This is enough to break the lightsaber, which (in this case) effectively turns it into a normal, single-bladed weapon.

... to be continued.

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SHIPBUILDING SECRETS

BY THOMAS M. REID

The *Mystic Burn*: Your Transport To Adventure

A LONG TIME AGO in a galaxy far, far away, every adventuresome being smitten with a good dose of wanderlust had a ship of some kind. Every shrewd diplomat on a sensitive political mission, every conniving scoundrel trying to make a few extra credits smuggling illicit cargo, every curious explorer interested in seeing what lay in the next star system over had some means of getting from place to place. Whether it was a sleek Nubian luxury yacht pretentious enough for a Republic senator, or a rattletrap light freighter held together with mismatched parts and a prayer, ships of all types, sizes, and affiliations plied the space lanes, visiting every major system and all the backwater rim worlds, to boot.

In a roleplaying campaign set the *Star Wars* universe, the heroes are, sooner or later, going to need a ship of their own. It's a simple enough matter for the GM to gloss over this issue, merely stating that the characters "have a ship" that gets them from place to place. However, this solution misses an opportunity to add a level of depth and personality to the campaign. With very little effort, you can develop a starship with a bit of flavor, history, and character that adds much to the quality of the game. Who doesn't think fondly of the *Millennium Falcon*, with all of its quirks and flaws, as an integral part of the exploits of Han and Chewie?

In keeping with this concept, let's make up a unique ship for a group of characters. You could easily say that the characters have a ship and leave it at that, but it is far more fun to develop one with some quirks and flaws all its own. You don't need to do a lot, just add a few interesting details to go with an evocative name, and come up with an explanation for why it's available to the characters. Let's go through this process, step by step, asking the following questions:

1: HOW DO THE HEROES GET THE SHIP?

2: WHAT KIND OF SHIP IS IT?

3: WHAT IS THE SHIP'S HISTORY?

4: WHAT QUIRKS AND FLAWS DOES THE SHIP HAVE?

5: WHAT'S THE SHIP'S NAME?

"You've never heard of the *Millennium Falcon*?!"

"Should I have?"

"It's the ship that made the *Hessel Run* in less than twelve parsecs!"

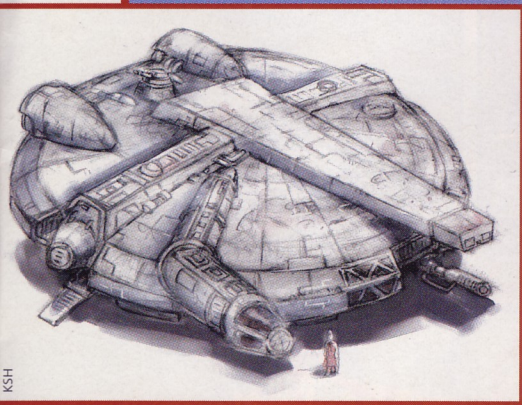
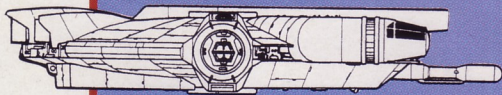
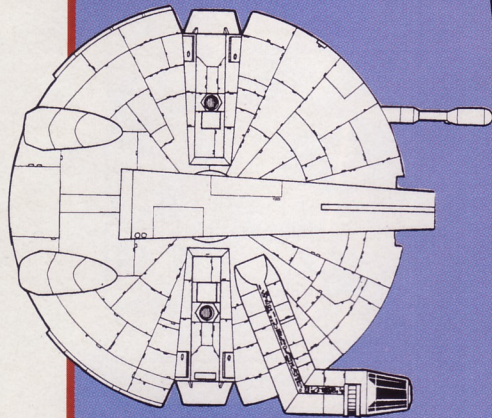
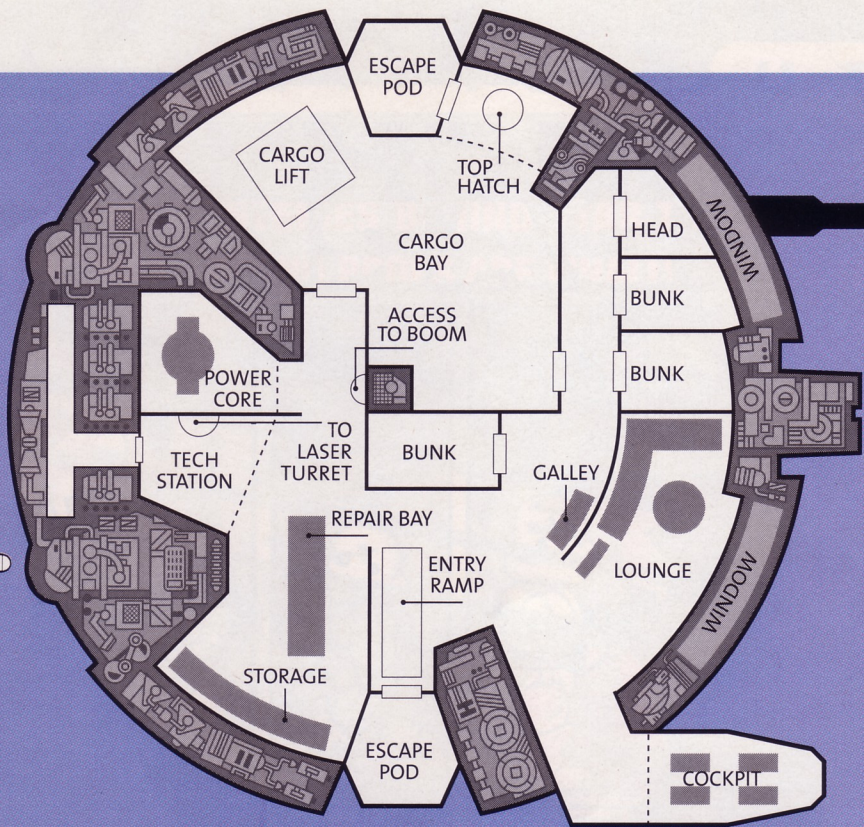
—HAN SOLO AND OBI-WAN KENOBI

1: How do the heroes get the ship?

This question depends a lot on the characters themselves and you will most likely decide the issue in game play. If they have the money, the heroes are probably buying the ship. But perhaps they're stealing it, or someone has given it to them as a gift for a job well done. Someone could also lend them the ship, or if you're running a strictly military campaign, they might have one as standard issue. Whatever the means, figuring out how the heroes acquire the vessel is half the fun. If you're trying to set up backstory for nonplayer characters, go ahead and make it all up. If this is for the other players' heroes, though, work it out as part of an adventure; let the players make the decisions for their characters themselves. However you resolve this question, it's definitely the place to start, because the rest of the questions hinge on your answer here.

As an example, suppose that the eight heroes from the *Star Wars Adventure Game* need a ship to call their own. The *Adventure Game* is set on the planet Naboo during the time of the Trade Federation blockade and subsequent invasion, and there is no space travel involved in any of the adventures. If the characters are going to continue their daring feats once the invasion has been repulsed and peace has been restored, they need a way to see the wider galaxy beyond Naboo. Suppose that one of the characters, Deel Suroon—a young Twi'lek scoundrel whose parents are wealthy merchants running a trading emporium in the Naboo capital of Theed—earns a generous monthly allowance from his

Mystic Burn



parents. Imagine also that Deel, being the scoundrel that he is, really likes to gamble, and has gotten lucky recently at the game houses in Theed. By combining Deel's credits with those of his

companions, the group has managed to scrape together enough to buy their first ship. So, they're going to buy it.

2: What kind of ship is it?

Now that you know how the characters acquired the ship, you need to know what kind of ship it's going to be. There are a lot of factors that will contribute to this decision, but again, the primary consideration has to be the characters themselves. Based on what you already know about the heroes from the *Adventure Game*—a group of relatively inexperienced heroes on a planet that has just suffered through a major military engagement—it's reasonable to assume that they don't have a lot of money to spend, and

STAR WARS RPG COMBAT STATISTICS

MYSTIC BURN	Small Light Freighter-class starship
▶ Length	35 meters
▶ Passengers and crew	8
▶ Cargo Capacity	75 metric tons
▶ Defense	21 (size +1, armor +10)
▶ Shield Points	30
▶ Hull Points	120
▶ DR	10
▶ Weapons	1 laser cannon (turret mounted)
▶ Damage	4d10 × 2
▶ Maximum Range	Short

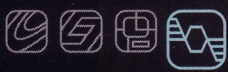
whatever they do buy is going to be secondhand, probably well used. What kind of ship fits that description?

Because *Episode I: The Phantom Menace* is so recent, there has not been a lot of supplemental material developed for the time period yet. You won't have a lot to work with regarding what kinds of ships might be available beyond what appeared in the movie. You could, however, draw on supplemental material related to Episodes IV, V, and VI, set thirty-some-odd years in the future.

With a small amount of research into older *Star Wars* roleplaying game product, you will find that ships like the *Millennium Falcon*—a Corellian YT-1300 that's been heavily modified over the years—have been in service for a long time. That sounds promising. Digging a little deeper, you can discover that the Corellian shipyards have built a number of YT-class ships, including the YT-1210 and the YT-2400. From the information available, it appears that, with regards to Corellian naming conventions, the lower the number, the older the model.

... to be continued.

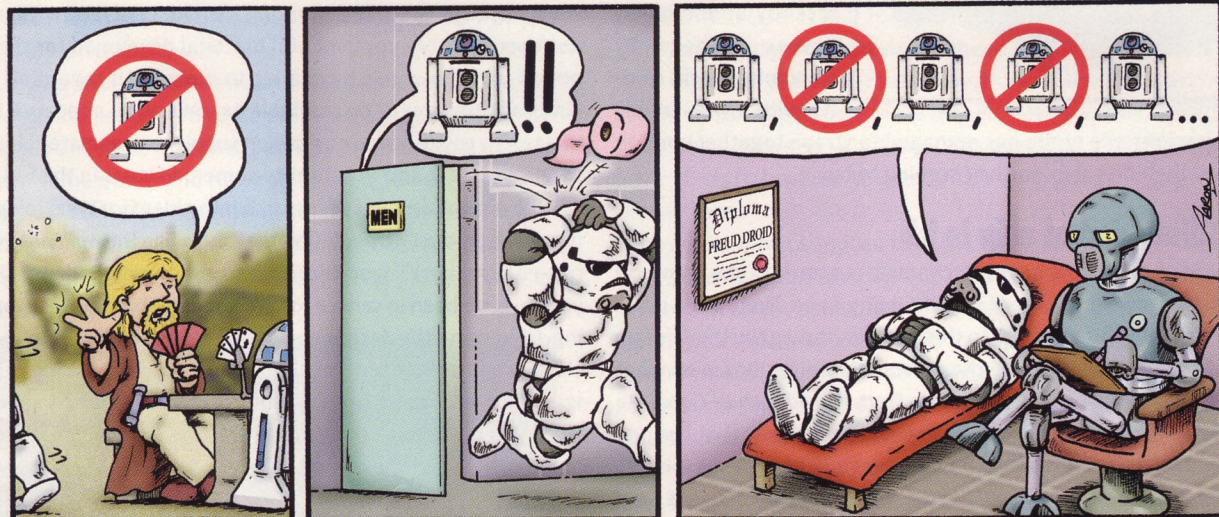
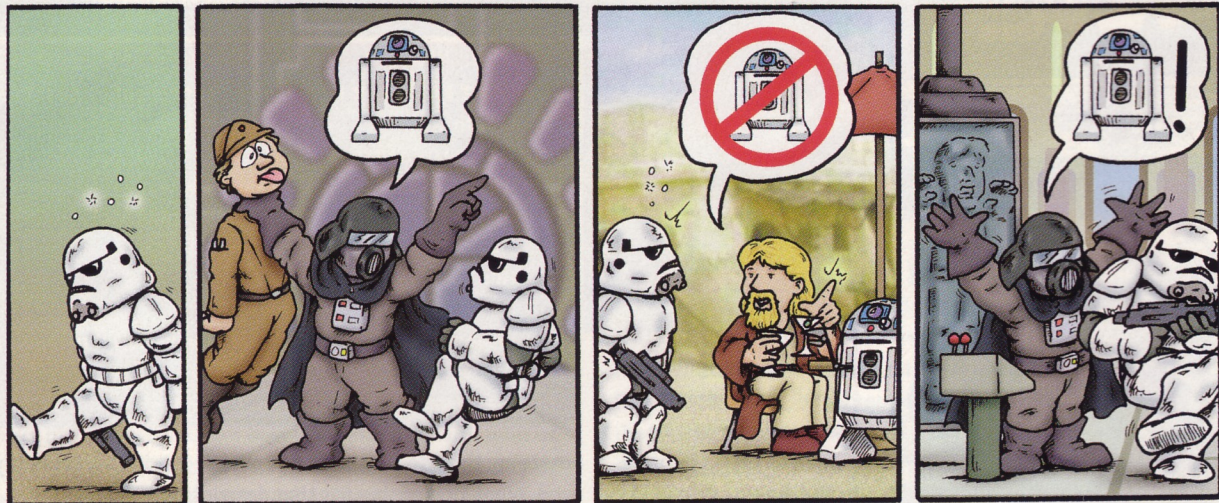
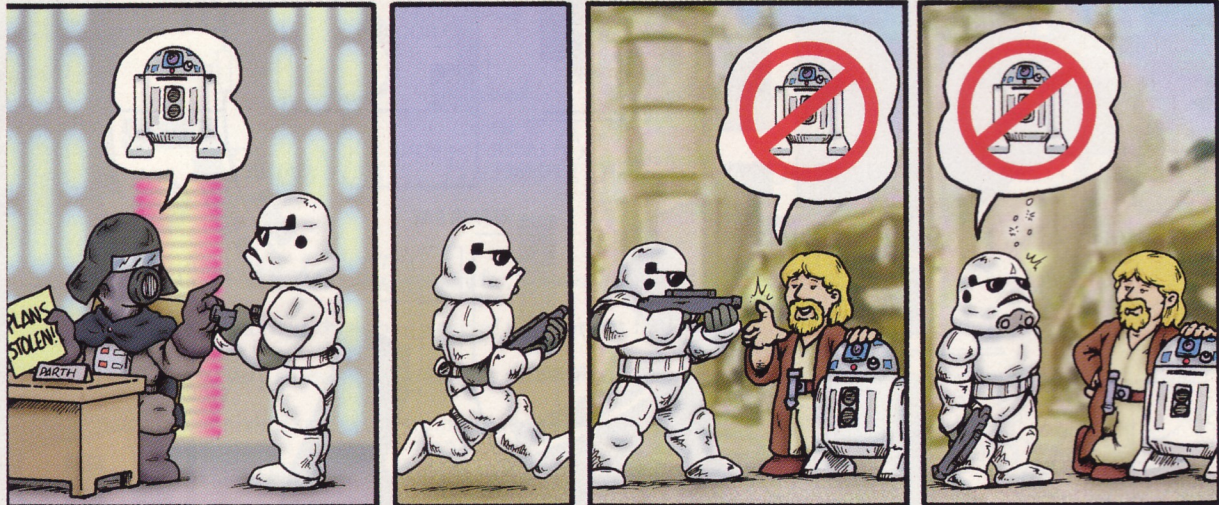
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AARON WILLIAMS

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